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Haimanegoi

The logo of the Order

Information

Type

Experimental Knightly Order

Purpose

To hunt the monsters that terrorized the Nordlings in order to assist them in the colonization of their new lands through legal means, that is, without resorting to the mutation of sentient beings.
Later, their purpose and those of its descendants organizations shifted: to turn everyone into monsters, so that monsters would no longer exist. Thus, they would fulfilled their goal albeit in a twisted way.

Country

Northern Kingdoms

Most common folk, due to a wide variety of factors, hate witchers — considering them brutish mutants, abominations of nature who only care about themselves and the coin they get for each monster they slay.
This hatred eventually led to the rise of competitors: mercenaries, bounty hunters , knights-errants, crusaders, and paladins — all seen by some as viable alternatives to hiring a "*fucking mutant*."

Reality, however, proves otherwise: most of these wannabes end up, more often than not, dead.

Among all these alternatives, only one came close — and even then couldn't match what a witcher could do: the **Haimanegoi** (singular: *Haimanego/a*) [Middle Nordlingaen: *Degenerate Hunters*]

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Etymology

As previously mentioned, the name Haimanegoi comes from Middle Nordlingaen, specifically the words *Haiman* and *Nego/a* (plural: *Negoi*), meaning "*Degenerate Hunter*."

This term emerged in the late 10th century, when the original order fell into disgrace, and the few common folk who still interacted with them witnessed their increasingly aberrant behavior.

As a result, the name Novinatoi (by which the original order once proudly referred to itself) faded from collective memory.

Novinatoi in turn, was derived from *Novi* ("new") and *Venator* ("hunter"), a term from Middle Nordlingaen which, at the time, was beginning to replace the older word *Nego*.

History

Origin (950s A.R)

The Haimanegoi were a experimental knightly order founded by mages who opposed the experiments of Alzur, Cosimo and their associates during the same period in which the original Order of Witchers was created. Their goal: to find a legal and ethical alternative to the witchers. Later on, some non-mages joined the project for the same reasons, forming the bulk of the hunters of the order.

Most of this mages, were runemages who believed that, through the power of runes — inscribed into skin rather than objects — they could create individuals capable of fighting monsters without resorting to human experimentation.

In essence, they aimed to build a monster-hunting force without breaking the law.

During their early years, the project achieved moderate success. These rivals of the witchers followed a similar methodology, but with a key difference: they had legal backing and used runes instead of mutations.

These runes allowed their hunter members — the already mentioned non-mage members who later joined the project — to manipulate magic similarly to how witchers use Signs, but with slightly greater range.

Although they never reached the level of trained mages, they compensated for the lack of enhanced senses possessed by their “illegal” rivals.

Ironically, this greater access to magic would be their undoing.

Downfall (Late 10th Century A.R.)

Despite their magical tools, the Haimanegoi were still inferior to witchers.

They aged normally, fell ill with diseases witchers never suffered from, and died in situations a witcher could have survived.

This led to frustration — and eventually, obsession: to surpass those they believed should never have existed in the first place — the witchers.

The order began to rot from the inside.

At first, there were only minor schisms — much like what would later happen to the witchers with the fall of their Order and the rise of the schools.

Then came political assassinations, targeting their rivals under the claim of "*purging abominations of nature*."

Eventually, in a dark twist of fate, they began using the very practices they once condemned.

Their descent followed a grim path:

- First: the dismised use of fire magic.
- Then: the even less advisable practice of blood magic.
- Later: Mutagenic alchemy — which they publicly despised.
- Then: Mutagenic alchemy in human adults (deemed unsafe even by Alzur, whose attempt during the creation of the Trial of the Grasses formula created the monstrosity that killed his beloved Lylianna)

Finally: Chasm magic, channelled through demonic pacts, granting them access to infernal runes to "match" the abominations of the infamous Alzur.

Thus, they became the very monsters they once vowed to hunt.

And all of it — in less than fifty years.

In the end, they gave full credit to the man they despised the most — Alzur — when he said: "*Sometimes, to serve the greater good, the law must be broken*."

Present Day

Today, the Haimanegoi are nothing more than a myth.

A spooky tale to scare children.

A relic of the distant 10th century — and a warning of how legality can twist into corruption.

Those few who remain are nothing but warped shadows of what they once tried to be: energumens under the control of demons or other spectres, aberrations twisted by the misuse of alchemy and rune magic, or worse.

They are hunted down by organizations like the armed wing of the Brotherhood of Sorcerers, the Praetorship, or even their old enemies — the witchers themselves.

In short: fanatical moralists turned monsters, who ultimately caused more harm than good to the world they once sought to protect.

Far Future

Unlike witchers, who began to recover by the 14th century, the Haimanegoi kept descending further into madness and corruption — until, at some point, they were completely wiped out.

Characteristics

The Haimanegoi were, much like witchers in their origins, an experimental knightly order — arguably closer to what the Nordling kings originally envisioned when they dreamed of “knightly mages.”

But that vision shattered early.

The order splintered into branches, which then devolved into arbores, and finally mortbores — degenerate cults that resembled warlock and witches covens more than knightly brotherhoods.

Originally, they used runes inscribed on their bodies, weapons and armour to wield magic in battle.

However, their obsessive hatred toward their more efficient — albeit magically limited — rivals led them into corruption.

Their mission to eradicate the "*illegal freaks*" competing in the monster hunting trade twisted into something darker: they became what they most despised.

Persecuted by multiple factions and rejected by the world, the Haimanegoi turned bitter and hateful.

Those who remained in the following centuries until their extinction operated under a deranged creed: *"If the whole world is turned into a monster, then there will not be more monsters."*

Known Haimanegoi Organizations

Due to what they eventually became, most Haimanegoi organizations remain unknown to the general public — the same public that holds so many misconceptions and confusions about their rivals, the witchers.

Only a handful of scholars — mainly historians specialized in Nordling history or mages with ties to the Praetorship — are aware of the existence of the failed order and its various arbores and mortbores.

> Order of the Novinatoi: The original order. Its name translates to as mentioned prior to "*Order of the New Hunters*", a direct opposition to the less grandiose title granted to the Order of Witchers — a name born out of disappointment from their sponsors and the mages of the order due to the witchers' limited magical abilities and the fact that most of the boys recruited were the sons of witches.

Other Organizations

As the Haimanegoi fell deeper into degeneration, most of their splinter groups acquired multiple names depending on the region where they operated.

By the final years of the Haimanegoi's existence, many of these factions didn't even have names at all — functioning more like criminal gangs, albeit far more dangerous.

This descent into disorganized chaos is one of the main reasons the Praetorship launched a campaign of active extermination against them.

It also contributed to the decline in popularity of runes and glyphwork across the North by the end of the 10th century.

Known Haimanegoi

- Benicio Tolore
- Pryllo Rorrn
- Pokopear
- Vallara Farahi
- Vyn Dísel
- Zilberyrsa

Trivia

- The name Haimanegoi is a loose translation of Blood Hunter into Ancient Greek: *Haîma* (“blood”) + *Kynēgós* (“hunter” or “hound leader”).
- The article was inspired by the video titled: ***This D&D Class NEEDS More Shine (so I did that)*** done by Spanish Youtuber Pointy Hat.
- The Witcher universe thrives on subverting fantasy tropes — and the Haimanegoi are a direct parody/subversion/critique of the *Blood Hunter* class from *Dungeons & Dragons*, known for its edgy aesthetic.
- This is not a critique of *Critical Role* or Matthew Mercer, but of the class itself and its questionable logic in a world where almost any class can become a monster hunter — even in its native setting, *Exandria*. Specific references include:
  - Order of the Ghostslayer → Possession and spiritual corruption .
  - Order of the Lycan → Degenerative physical transformation.
  - Order of the Mutant → Alchemical modification.
- Vyn Dísel is a direct easter egg referencing Vin Diesel, for whom Matthew Mercer originally designed the Blood Hunter class in the special *D&Diesel* episode — a promotion for *The Last Witch Hunter* (2015), where Vin Diesel plays a similar character.
- Zilberyrsa is a more personal easter egg from the author.
- The rest of known Haimanegoi are easter eggs to some of the Blood Hunters from the Exandria setting.
- While the Haimanegoi could be introduced into *The Witcher TTRPG* if classes like Runewright or Artificer are ever added, however, I think that they work far better as villains — especially in one-shots or as pre-bosses leading up to the final confrontation.
- Arbores and Mortbores are terms coined by the author of this article to describe the "descendants" or offshoots of orders that do not fall under traditional classifications like branches, schools, or associations.
  - Arbores comes from the Latin *arbor* (tree), implying an organic but divergent offshoot.
  - Mortbores is a constructed term combining *mors* (death) and *arbor* (tree), representing degenerate or corrupted lineages of those original arbores.